

(19) World Intellectual Property
Organization
International Bureau



(43) International Publication Date
15 September 2005 (15.09.2005)

PCT

(10) International Publication Number
WO 2005/085996 A1

(51) International Patent Classification⁷: **G06F 9/445**, 9/45

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(21) International Application Number:
PCT/EP2005/000190

(81) Designated States (unless otherwise indicated, for every kind of national protection available): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BW, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NA, NI, NO, NZ, OM, PG, PH, PL, PT, RO, RU, SC, SD, SE, SG, SK, SL, SM, SY, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, YU, ZA, ZM, ZW.

(22) International Filing Date: 7 January 2005 (07.01.2005)

(25) Filing Language: English

(26) Publication Language: English

(30) Priority Data:
60/548,841 27 February 2004 (27.02.2004) US
04388033.5 11 May 2004 (11.05.2004) EP
60/573,275 20 May 2004 (20.05.2004) US

(84) Designated States (unless otherwise indicated, for every kind of regional protection available): ARIPO (BW, GH, GM, KE, LS, MW, MZ, NA, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IS, IT, LT, LU, MC, NL, PL, PT, RO, SE, SI, SK, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

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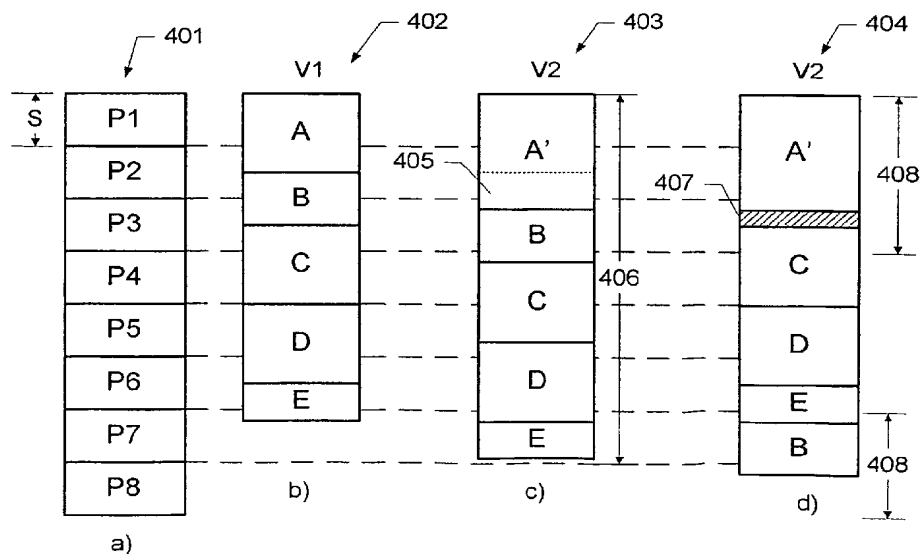
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Published:

— with international search report

[Continued on next page]

(54) Title: FLASH MEMORY PROGRAMMING



(57) Abstract: Disclosed is a method for updating program code stored in a memory, which memory comprises a plurality of memory sectors. The method comprises transforming an updated input code into an updated program code version to be stored in a memory, which memory has stored thereon a current program code version occupying a first set of the memory sectors of the memory, wherein the updated program code version occupies a second set of memory sectors when stored in the memory. The transforming step further comprises receiving a representation of the current program code version; and performing at least one optimisation step adapted to decrease the number of memory sectors of the second set of memory sectors occupied by the updated code version that are different from the corresponding memory sectors of the first set of memory sectors occupied by the current program code version.

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